54. The process as claimed in claim 53, wherein said worthy cause comprises combating an evil, said evil comprising a use of virtual reality to cause laborers to labor for, at most, compensations substantially lower than market values of their labors.

55. The process as claimed in claim 48, further comprising:

indicating that at least some of said labor is performed by captured laborers, wherein a captured laborer is one who: a) labors for, at most, a monetary compensation substantially lower than a market value of his or her labor; and b) believes he or she labors for at least one of a false entity, a false price, and a false cause substantially different from a corresponding one of an actual entity, an actual price, and an actual cause;

indicating that said first character is one of many captured laborers.

56. The process as claimed in claim 55, further comprising indicating that the fact that said at least some of said labor is performed by captured laborers is not known to at least a majority of said entities.

57. The process as claimed in claim 55, further comprising indicating that a profiteer profits by selling said at least some of said labor performed by said captured laborers on a market and at least maintaining said captured laborers' beliefs that they labor for said at least one of a false entity, a false price, and a false cause.

58. The process as claimed in claim 57, further comprising indicating said profiteer becoming a captured laborer.

59. The process as claimed in claim 48, wherein said process is a process of displaying a motion picture having a timeline and a unique plot, comprising:

displaying a video representation of an indication that entities regularly buy and sell labor on a market;

displaying a video representation of an indication of said first character laboring for said compensation;

displaying a video representation of an indication that a market value of said monetary portion is substantially less than a market value of said first character's labor;

displaying a video representation of an indication that said profiteer profits by selling said first character's labor on a market and compensating said first character by at least maintaining said belief; and

displaying a video representation of an indication of said first character learning that said belief is false at least in part by said first character purchasing said first character's own labor on said market.

60. The process as claimed in claim 48, wherein said process is a process of creating a motion picture having a timeline and a unique plot, comprising:

providing a set;

providing a video camera configured to video at least a portion of said set;

inciting an actor to act as said first character;

inciting said actor to indicate laboring for said compensation;

creating a first video segment via a video camera by filming said indication of said laboring by said actor;

inciting said actor to indicate said first character learning that said belief is false;

creating a second video segment via said video camera by filming said indication of said first character learning;

editing and combining at least part of at least said first and second video segments to form a motion picture; and

storing said motion picture on an information storage medium.

61. A program product for relaying a story having a timeline and a unique plot involving characters, said product comprising machine-readable program code for causing, when executed, a machine to perform the process as claimed in claim 48.

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